

GAME BOY ADVANCE

Barbie
in The
12 Dancing
PRINCESSES

AGB-BB3E-USA

INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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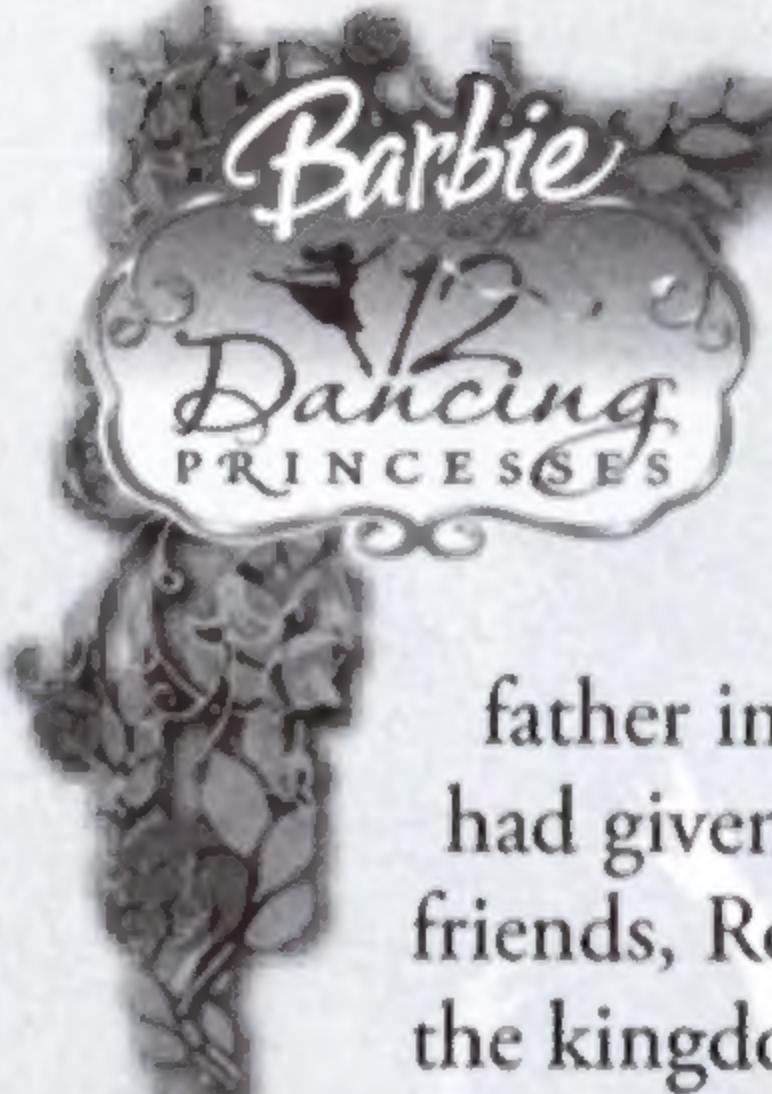


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CONTENTS

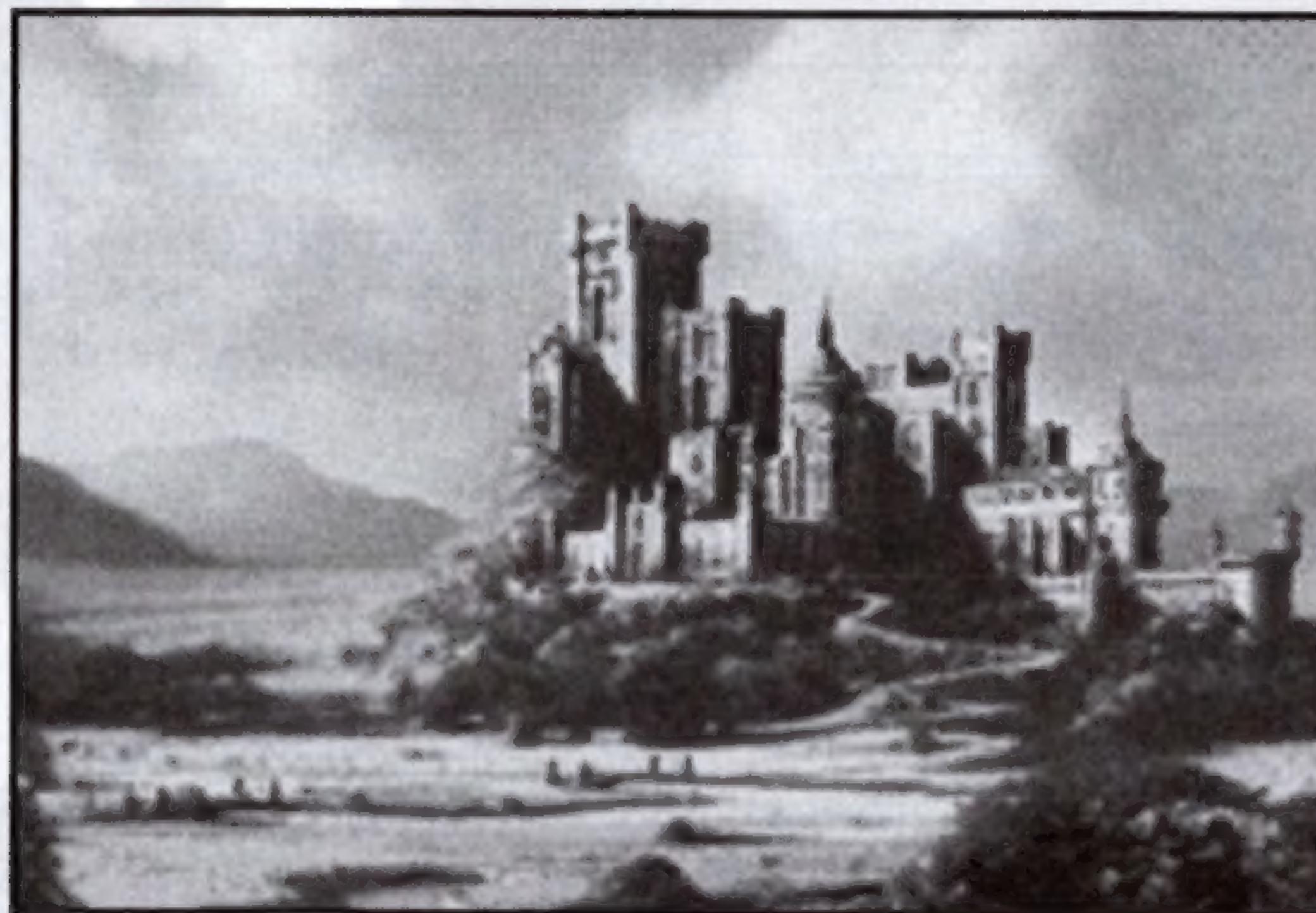
Once Upon a Time	2
Getting Started	3
Game Boy® Advance Controls.....	4
The Object of the Game.....	5
Main Menu.....	6
New Game.....	6
Password.....	6
Difficulty Level.....	7
Pause Menu.....	7
On-Screen Display.....	7
Finding Hearts.....	8
My Sisters' Abilities.....	9
Help from Twyla™.....	10
Using Doorways.....	11
Locations	11
Villains.....	15
Mini-Games	16
Hints and Tips	18
Customer Support.....	19
Software License Agreement....	23

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Once Upon a Time...

Princess Genevieve™ lived happily with her eleven sisters and her father, King Randolph . Life was very good until the day she discovered her father in a deep, mysterious sleep . His jealous cousin, the Duchess Rowena, had given him a poisonous sleeping potion! Then, with the help of her villainous friends, Rowena kidnapped Genevieve's sisters in an attempt to take over the kingdom!



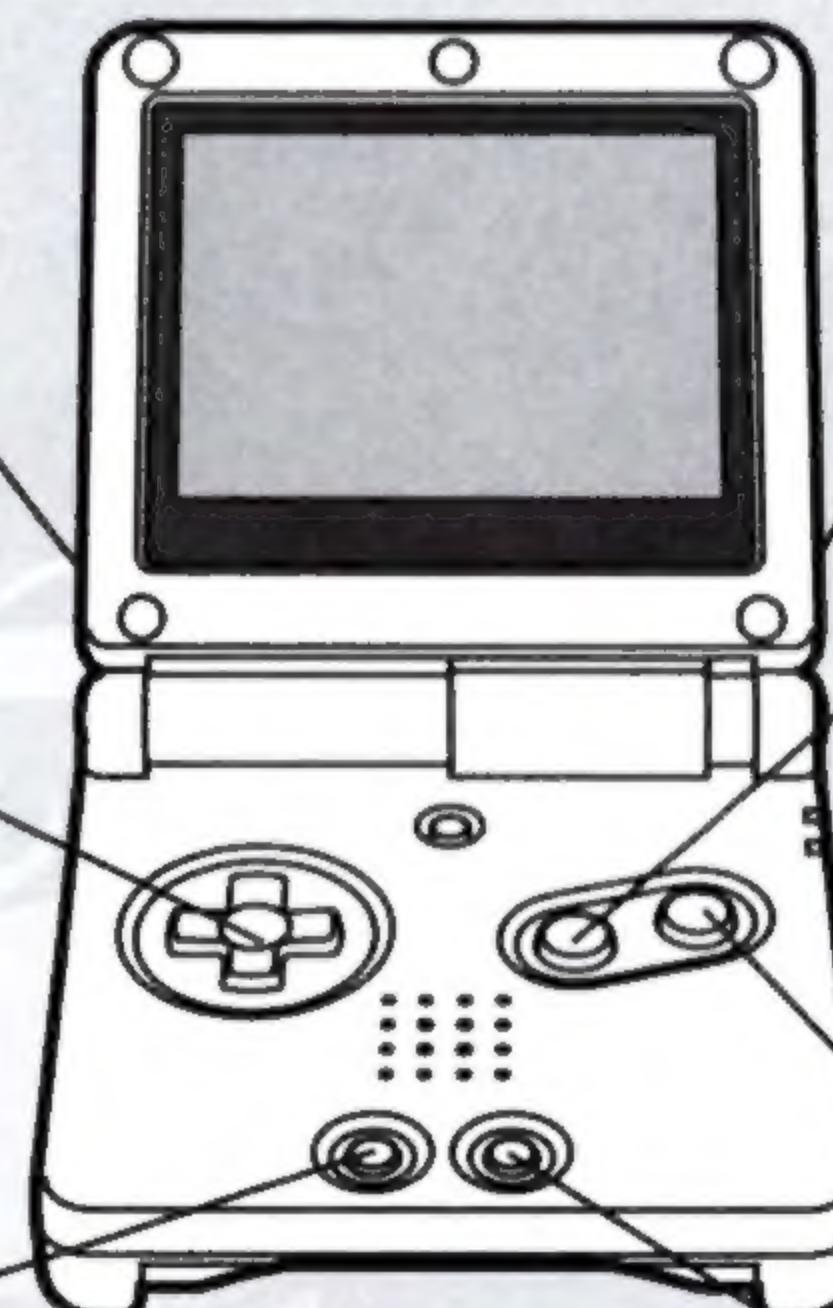
Getting Started

- Be sure the Game Boy® Advance POWER switch is OFF .
- Insert Barbie™ in The 12 Dancing Princesses Game Pak into the Game Boy® Advance system .
- Turn the POWER switch ON .
- When the Barbie™ in The 12 Dancing Princesses title screen appears, press START; this will take you to the Main Menu .





Game Boy® Advance Controls



L Button

Press to look around in all directions.
This is a great way to find out where to go next.

+Control Pad

Use this to walk left and right.

Start

Press to pause the game and take a break.

R Button

Press to switch between Genevieve's sisters' slippers (and their many abilities).

A Button

Press to jump.

B Button

Press to use a special ability.

Select

The Object of the Game

Help Genevieve™ find her sisters, save her father and thwart Rowena's evil plan. Search throughout the castle until you locate all of Genevieve's sisters. As you discover them, they will give Genevieve™ their beautiful dancing slippers – each new pair grants Genevieve™ a new ability! Use these special abilities to explore the entire castle until Genevieve™ has saved everyone and is ready to face Rowena herself!





Main Menu



New Game

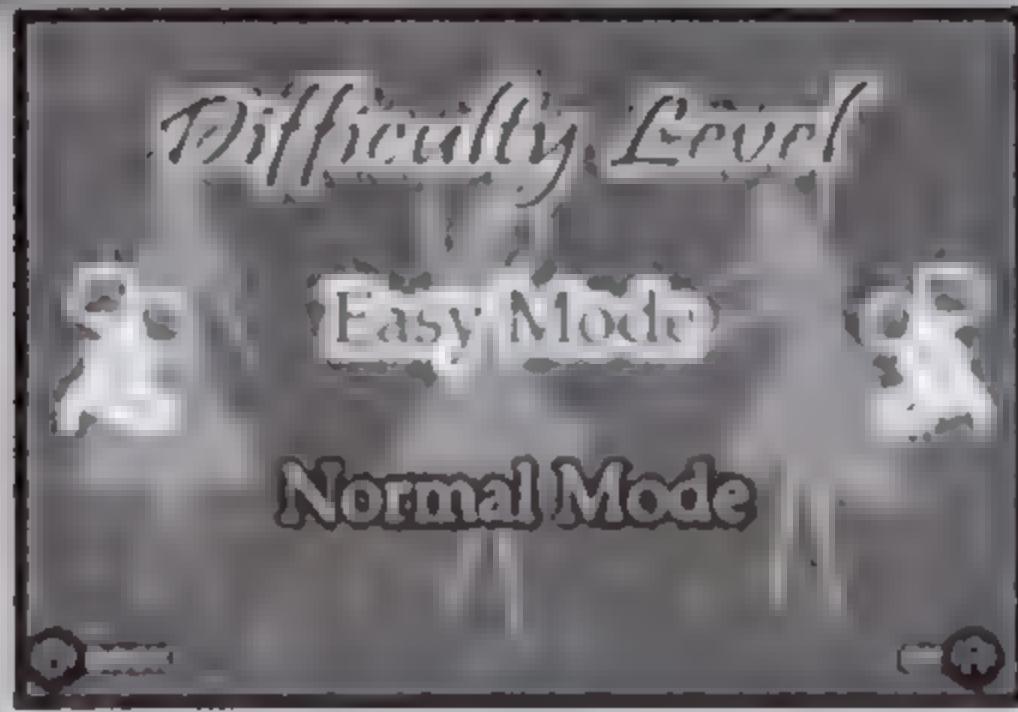
To begin a new adventure, use the +Control Pad Up or +Control Pad Down to highlight New Game then press the A Button to confirm your selection.



Password

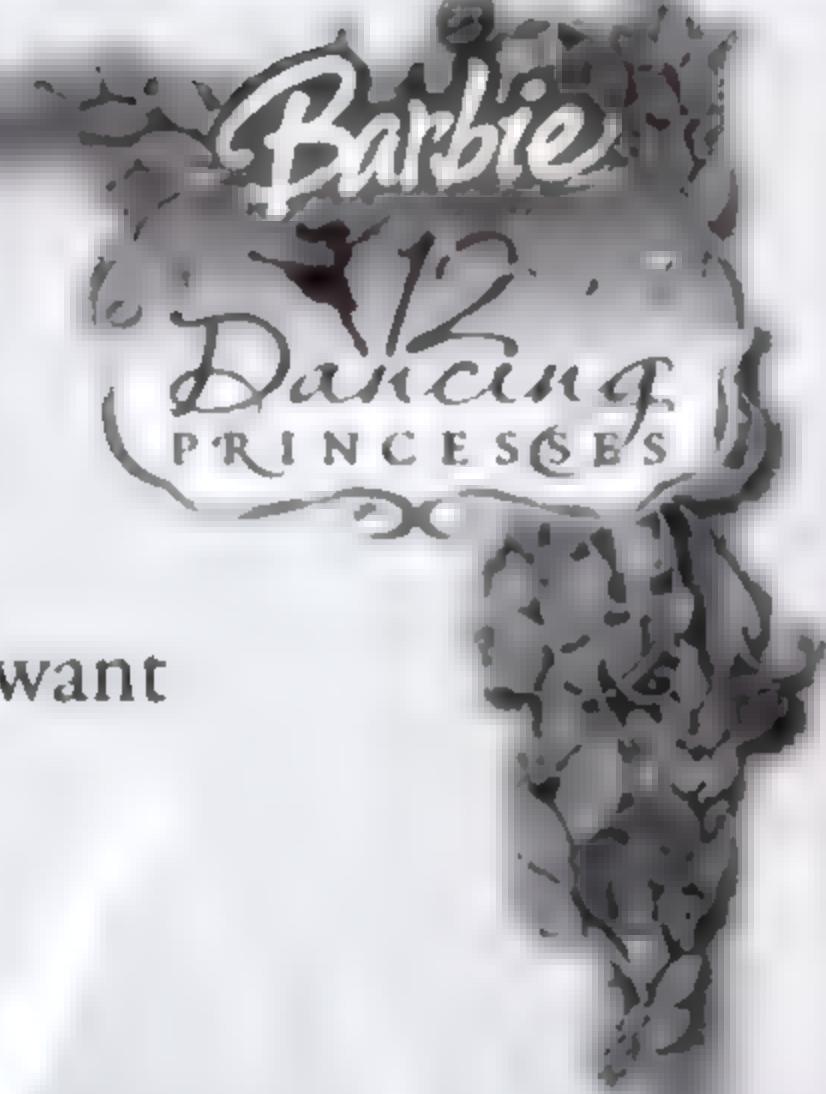
As you advance through the game, you will be given four-picture passwords. Be sure to write your passwords down – you will use them to open your saved games. If you want to continue a saved adventure, select Password from the Main Menu. Use the +Control Pad Left and Right to move between the four image slots, then press the +Control Pad Up and

Down to change each image. Once all four images match your password, press the A Button to confirm your selection.



Difficulty Level

After selecting New Game from the Main Menu, you can choose between two levels of difficulty – Easy Mode or Normal Mode. It's up to you how challenging you want your adventure to be!



Pause Menu

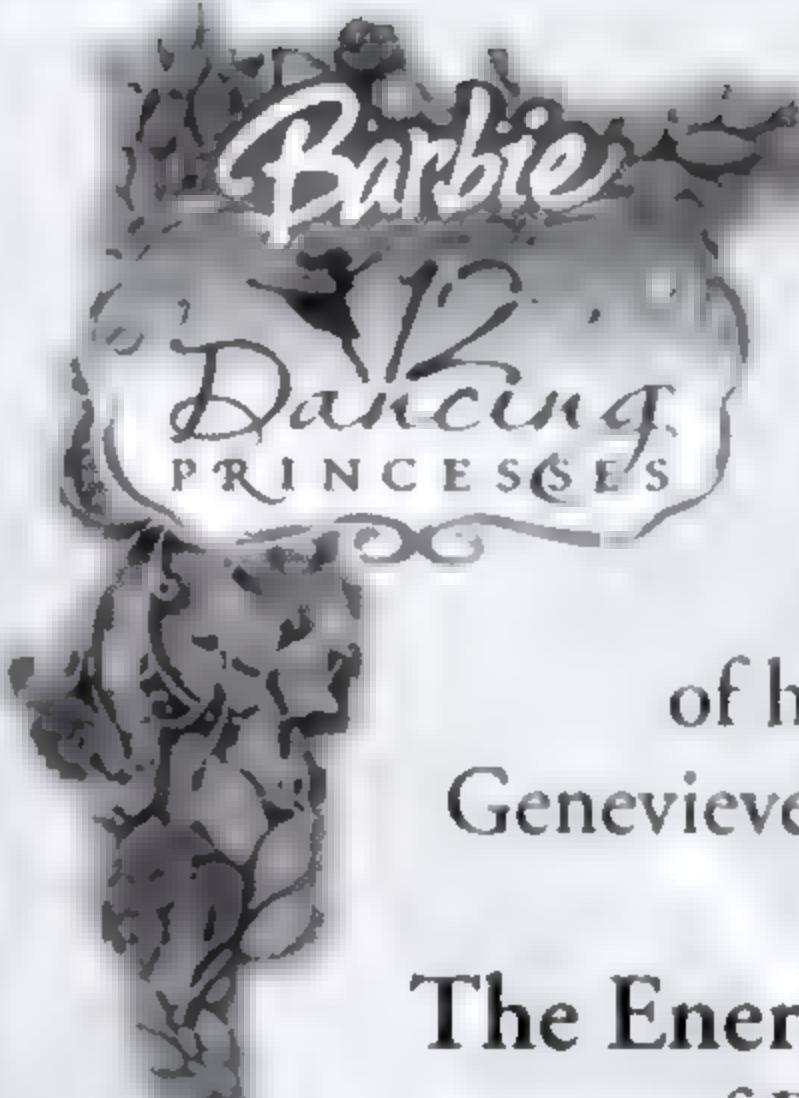
Pressing START at any time during the game will pause the action and take you to the Pause Menu. Use the +Control Pad Up or +Control Pad Down to highlight your selection, then press the A Button to confirm your choice:

- Select Continue to continue your adventure.
- Select Quit to leave the current level.

On-Screen Display

The **Chance Meter** (the hearts) in the top left of the screen shows how many chances you have left before you must start a level over. Whenever an enemy touches you, you lose a chance. In Easy Mode, you never lose any chances, so the meter will not be on screen.





The Dancing Slippers at the top center of the screen show you which pair of slippers Genevieve™ is currently wearing. Each time you rescue some of Genevieve's sisters, you will receive another pair of slippers. Different slippers grant Genevieve™ the different abilities of her sisters. Be sure to try them all on to see what amazing things they let Genevieve™ do!

The Energy Bar that sometimes appears at the top right of the screen shows the energy of Rowena's wicked helpers. As long as some pink is left in this bar, these enemies will try to stop Genevieve™ from saving her father and her sisters. If you can completely empty the bar, Rowena's helpers will give up.

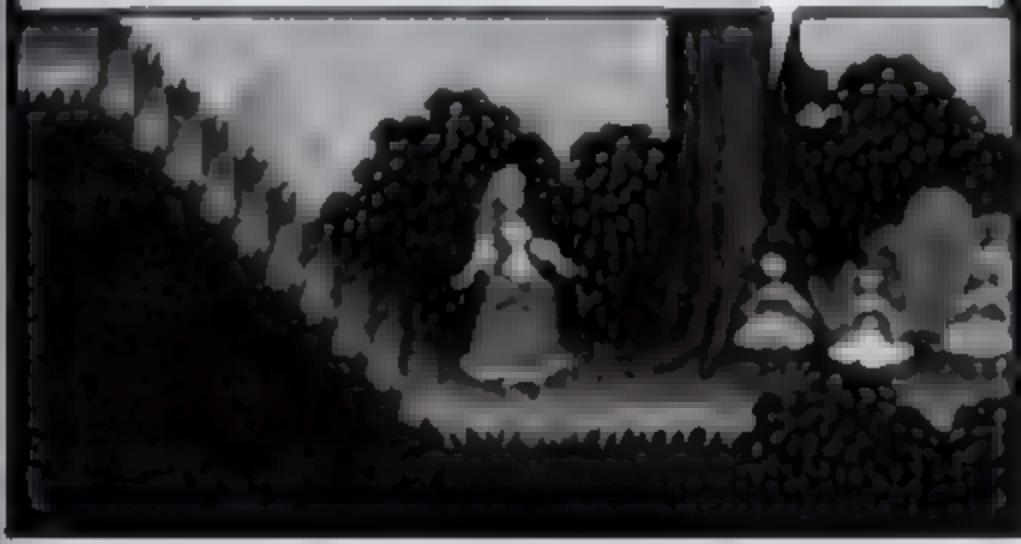
Finding Hearts

In some levels you may discover little floating hearts. Walk over one to collect it and restore your Chance Meter by one heart. This will come in handy with all the wild animals and enemies running around!



My Sisters' Abilities

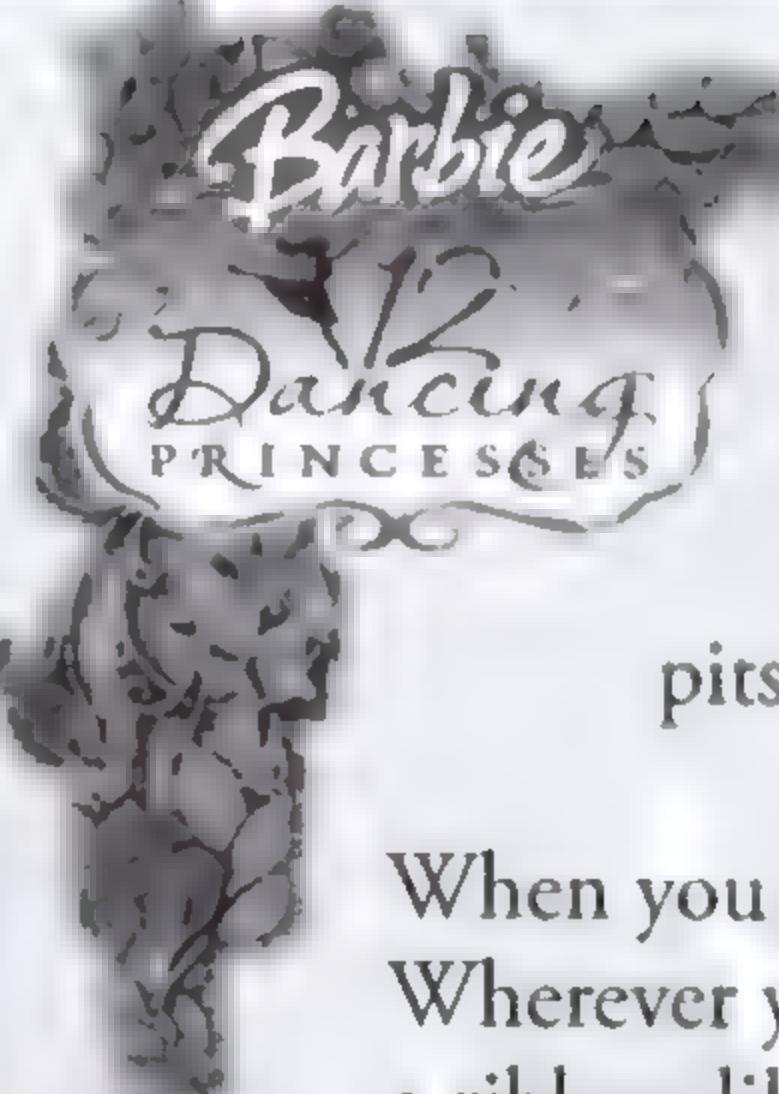
Genevieve! You found us!



Each time you rescue some of Genevieve's sisters, they'll give you a new pair of slippers with a new ability. These abilities will help you get around each level and reach areas you couldn't reach before. Try out these abilities by changing the slippers Genevieve™ is wearing with the R Button and then press the B Button to use the ability.

When you rescue the triplets (Janessa™, Kathleen™ and Lacey™) they'll reward you with their Butterfly Net. Press the B Button and Genevieve™ can swing this net to swat her enemies and scare most of them away.





When you rescue the twins (Isla™ and Hadley™), they'll reward you with their Stilts. Wherever you find one of the stilt signposts, Genevieve™ can use her stilts to walk across pits without falling.

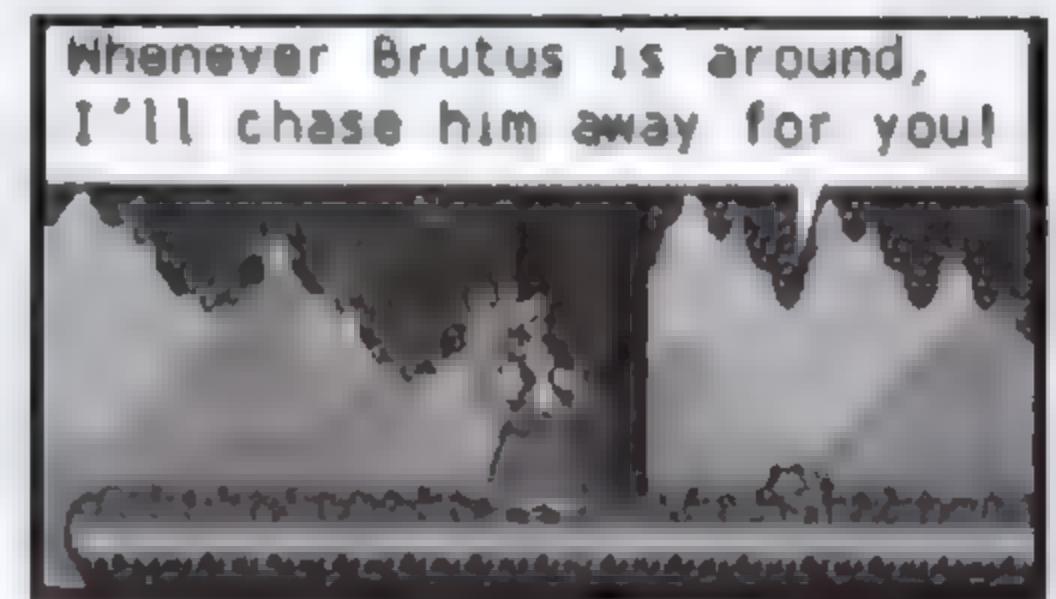


When you rescue Fallon™ and Ashlyn™, they'll reward you with their Lovely Ribbon. Wherever you find one of the ribbon signposts, you can press the B Button to unroll a ribbon like a beautiful, purple staircase to climb to new areas.

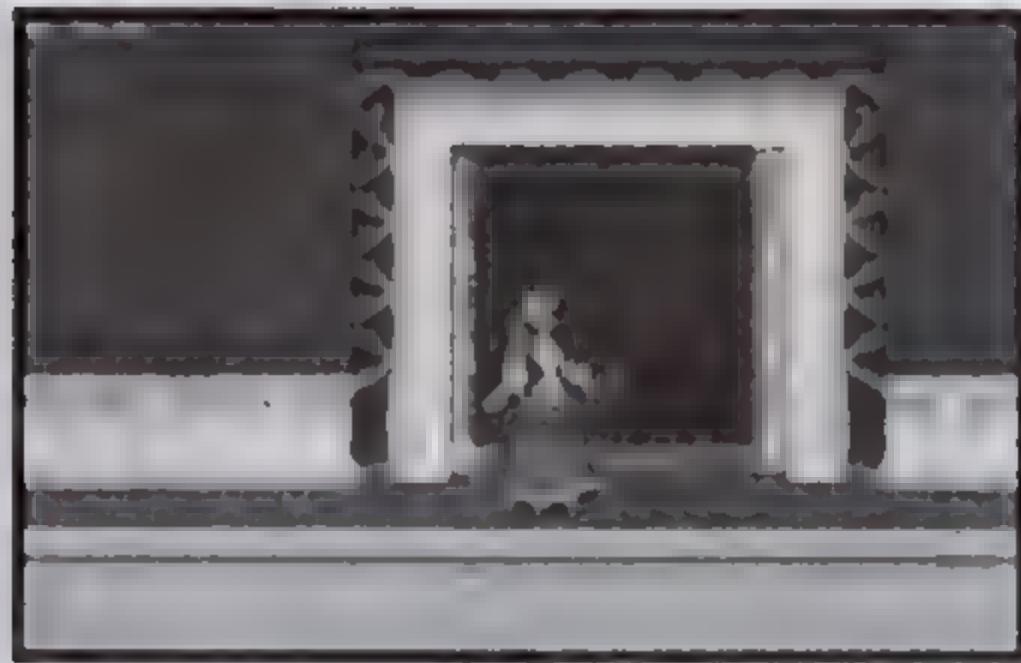
There are several other abilities in this game. Find all of Genevieve's sisters to see what each new pair of slippers will let you do!

Help from Twyla™

Twyla™ is so helpful! If you ever see Genevieve's cat sitting around in one of the levels, walk over to her. If you collect Twyla™, she'll protect Genevieve™ from Rowena's nasty monkey Brutus whenever he shows up.



Using Doorways



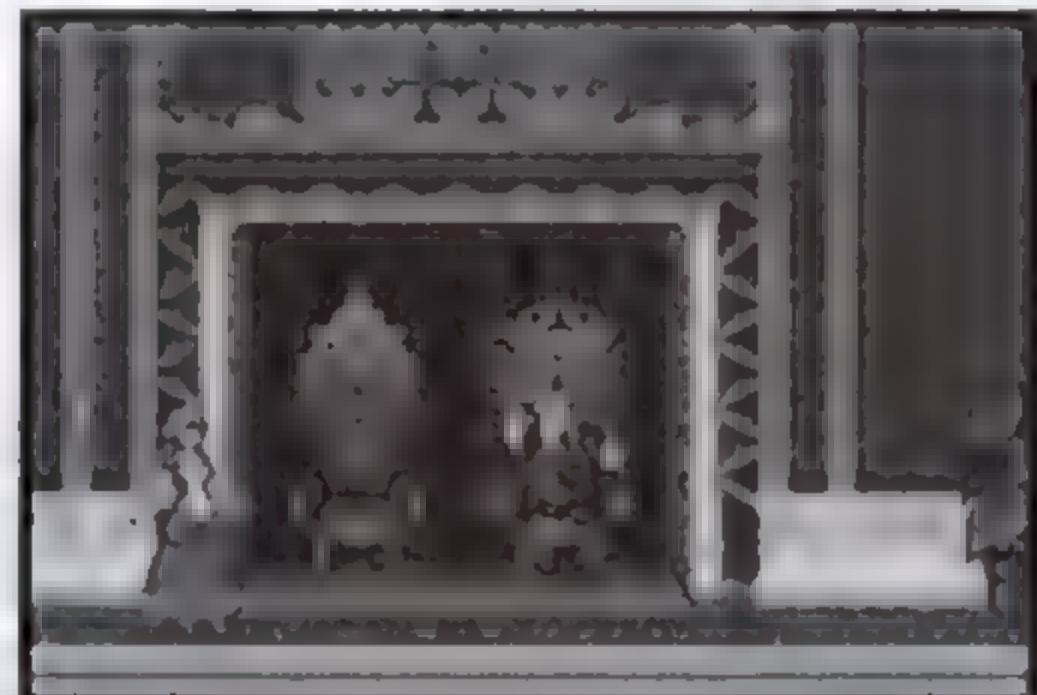
As you go through each of the levels in the castle, you'll notice big open doorways. When you see these doorways, walk over to them and press Up on the +Control Pad. Genevieve™ will pass through the door into a new room.

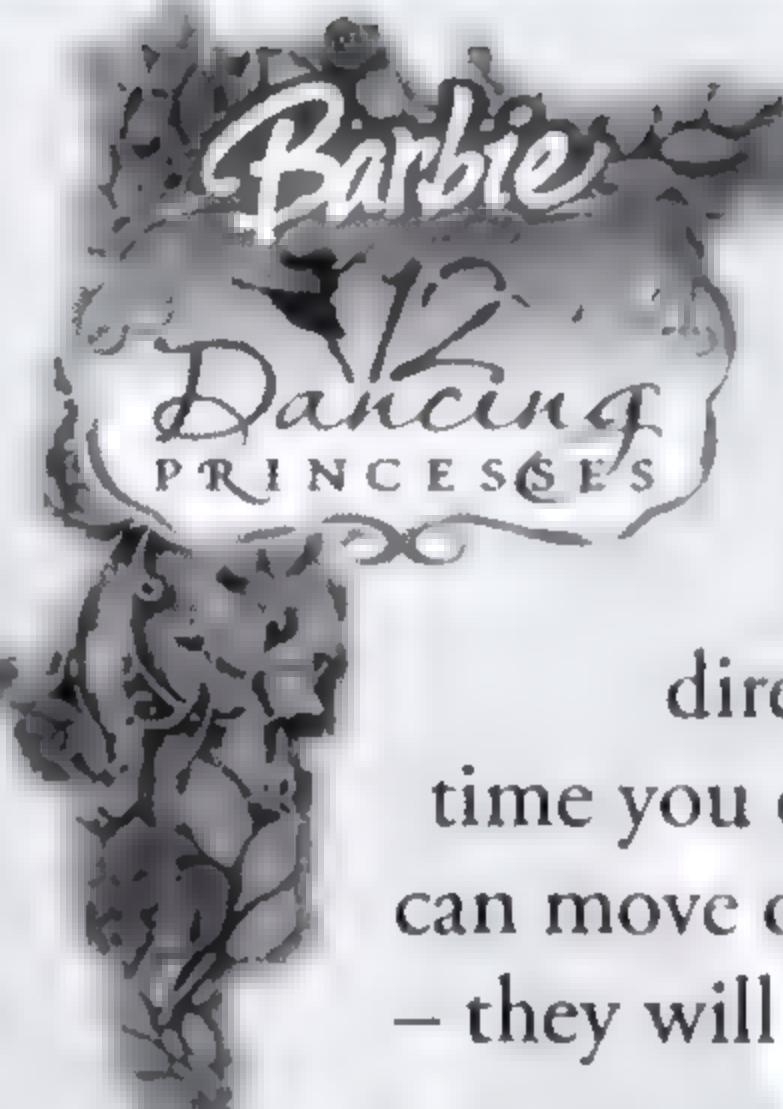
If you see a closed door, it means you've already passed through it. You don't need to go through closed doors again.

Locations

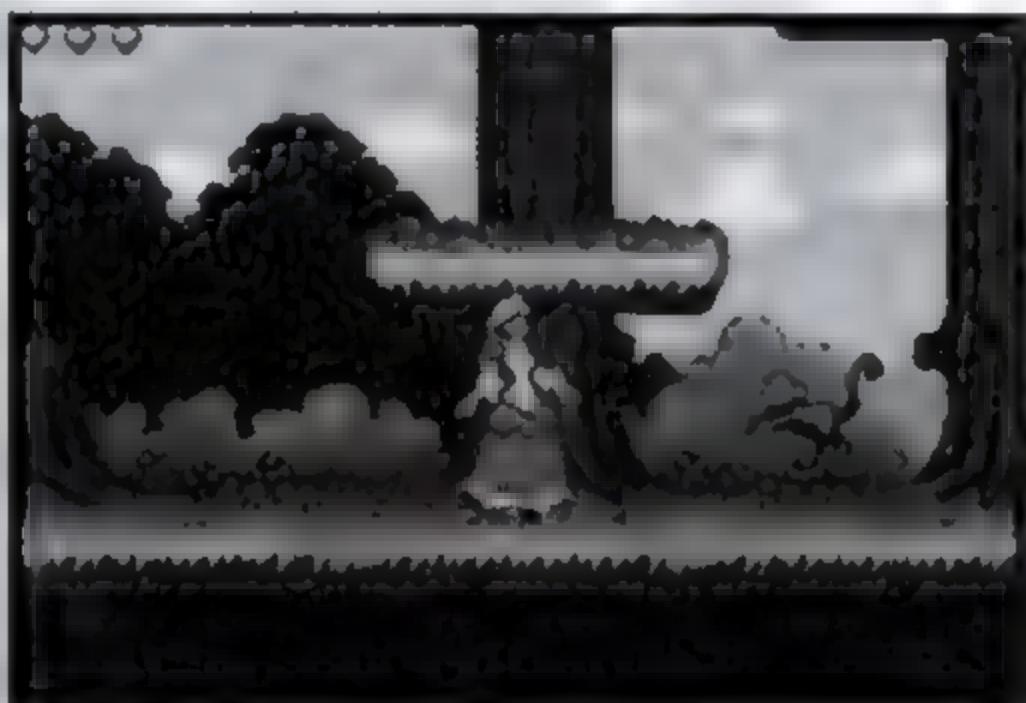
The castle is very large. You will have to travel through many areas before you find all of Genevieve's sisters and confront Rowena.

Your adventure begins in the **Throne Room**. Here Genevieve™ finds her father asleep on his throne. Keep walking to the right and eventually you'll find Genevieve's bedroom.

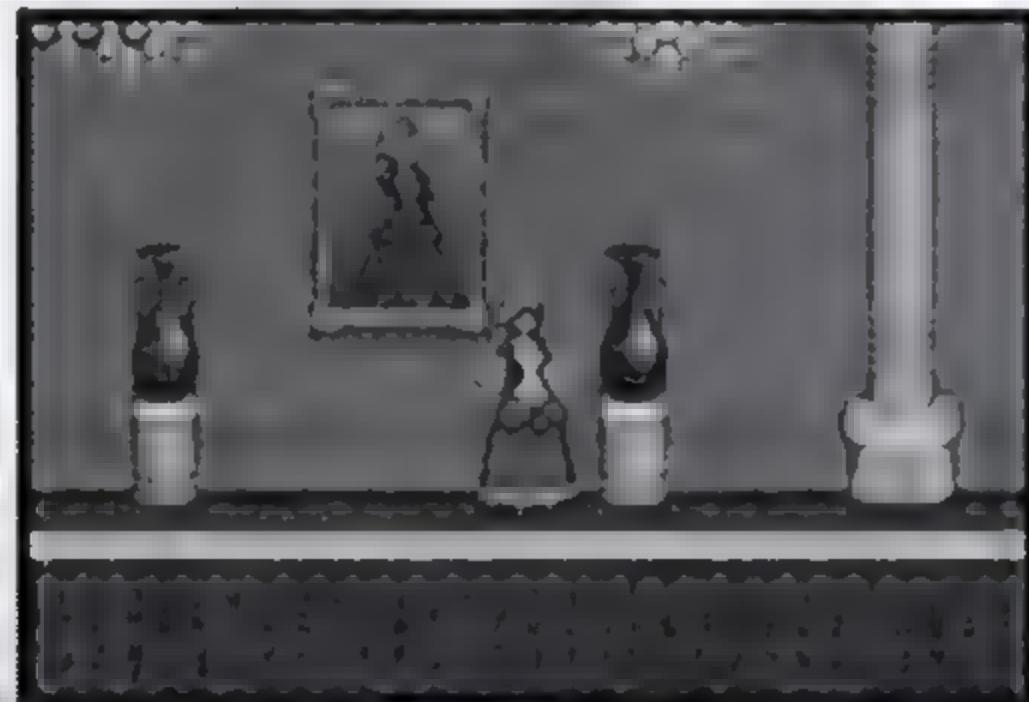




While dancing in their bedroom one night, Genevieve™ and her sisters discovered a secret door that lead to this **Golden Pavilion**. From here, Genevieve™ can travel directly to any other location in the castle. Each time you complete a level, you will return here so you can move on to the next door. Be sure to try out any new abilities you have gained – they will allow you to reach different areas and different doors!



The first area you'll visit from the Golden Pavilion is the **Beautiful Garden**. Here, you'll have to hop up trees and terraces in order to reach the doors that lead to Genevieve's sisters.

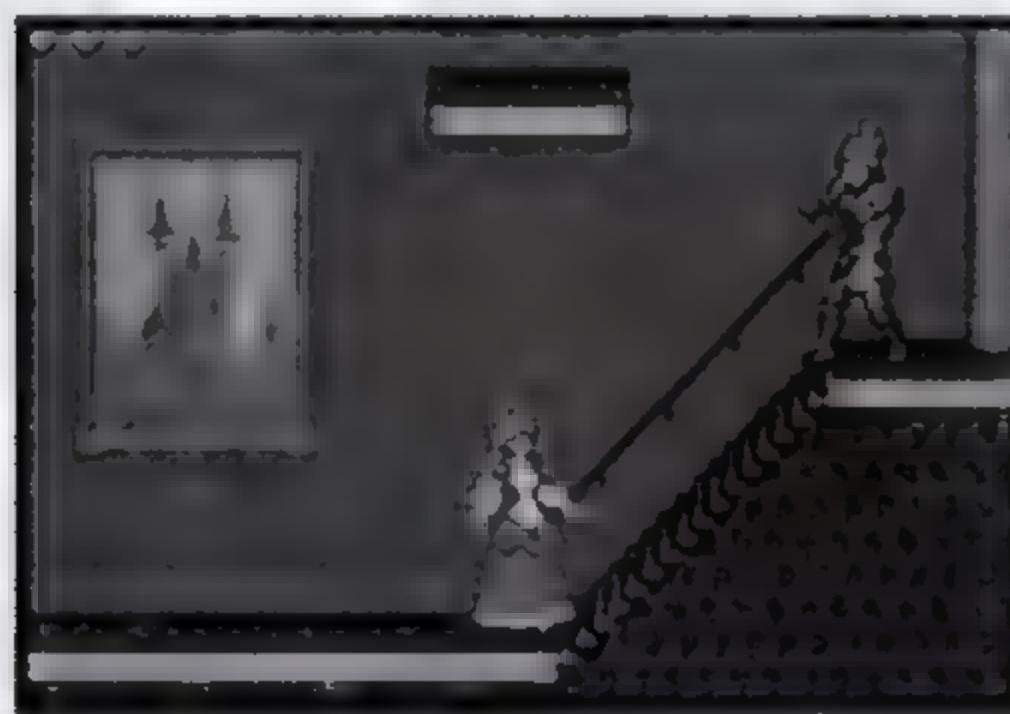
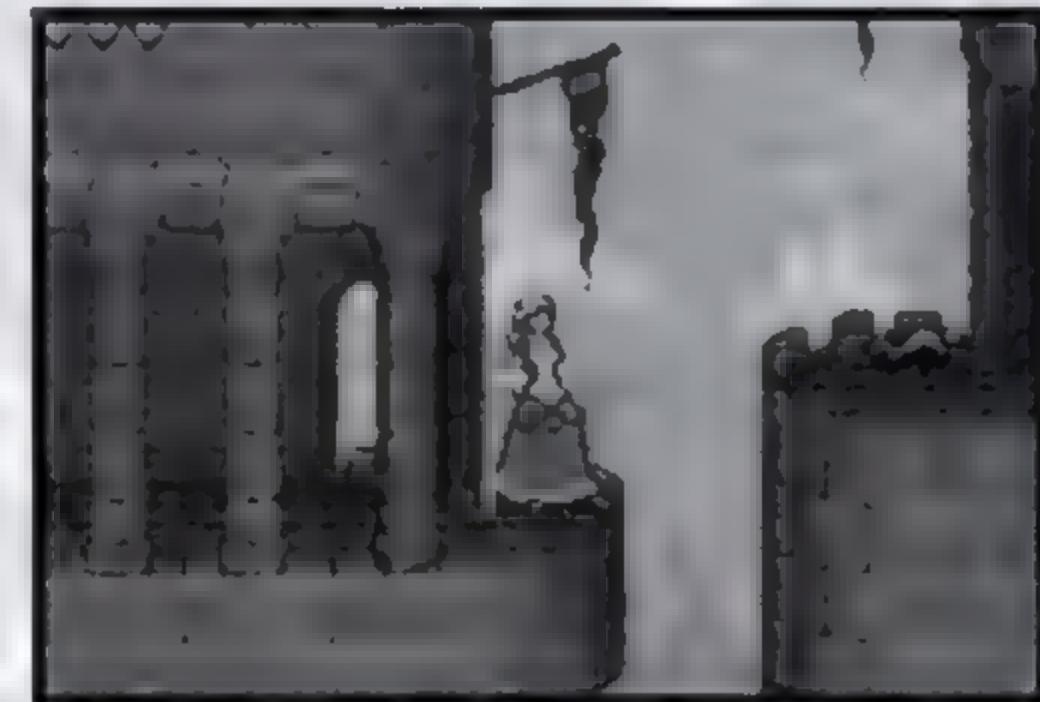


The second area is the **Great Hall**, filled with priceless vases and paintings. You'll have to hop on platforms and staircases in order to get through this area. You might even get to jump on a chandelier or two!



The third area is **Outside the Castle**. Be careful – you'll have to leap from ledge to ledge in order to find each door and rescue more of Genevieve's sisters.

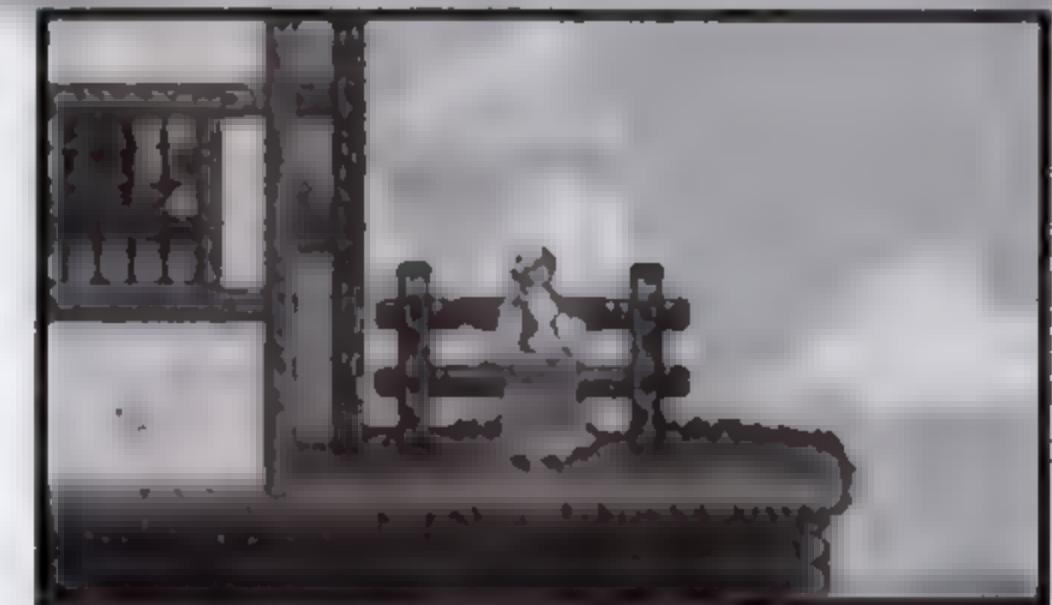
The fourth area takes you across the **Tallest Towers** of the castle. The view from there is stunning – but don't get dizzy! You need to jump carefully from the turrets to the towers if you want to make it all the way across.



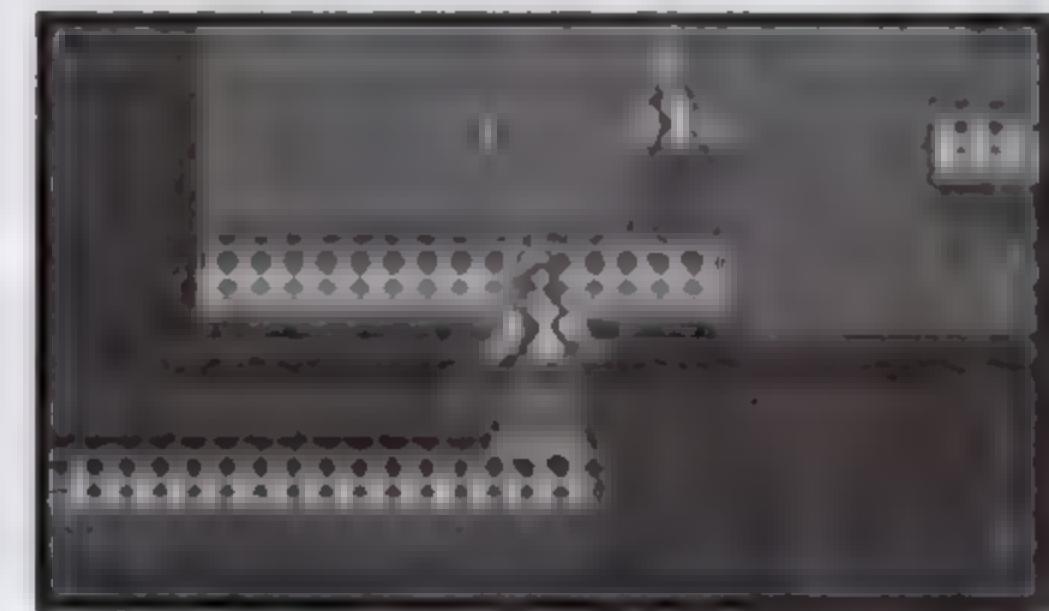
The **Library** is the fifth area you'll visit. It holds a very large collection of old books and pieces of art, but watch out for the guards! Rowena has sent them after Genevieve™. Help her avoid them by hopping from bookshelf to bookshelf.



The **Stables** are the sixth area you'll explore, filled with all of King Randolph's beautiful animals. Hop onto platforms and grassy cliffs until you find an exit.



To complete the seventh part of the adventure, you'll have to climb the **Giant Clock** on the front of the castle. Help Genevieve™ jump onto the moving platforms and guide her safely through all of the clock's spinning gears.



The final area is the **Great Hall of Mirrors**. These mirrors are huge! Sometimes it might look like you have nowhere left to jump, but the mirror's reflection can reveal things you can't see otherwise.

Once you've guided Genevieve™ through each area of the castle, you will finally reach the Duchess Rowena. It's up to you to stop her mad plot to take over the kingdom!

Villains

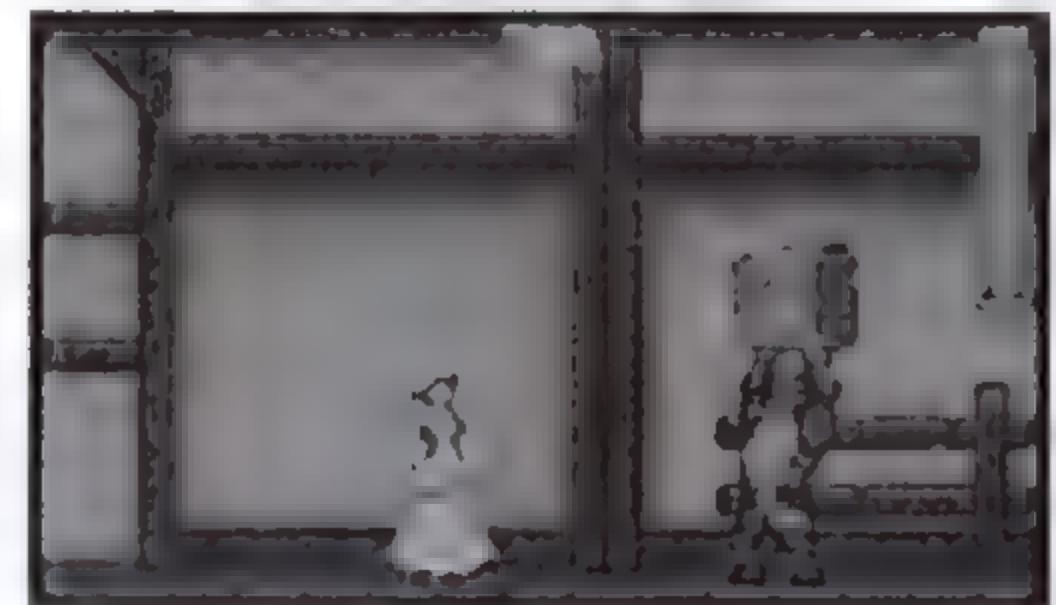
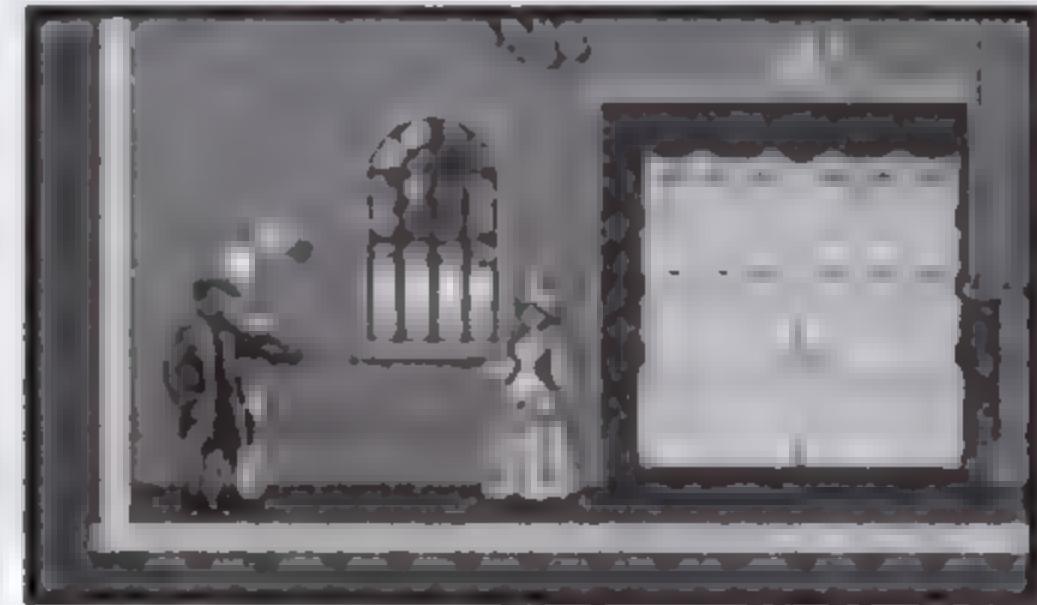
Be on the lookout for these people – they're the ones helping Rowena take over the castle! They'll try to catch Genevieve™ if they see her, but if you think quickly and use your sisters' abilities you'll be able to defeat them!

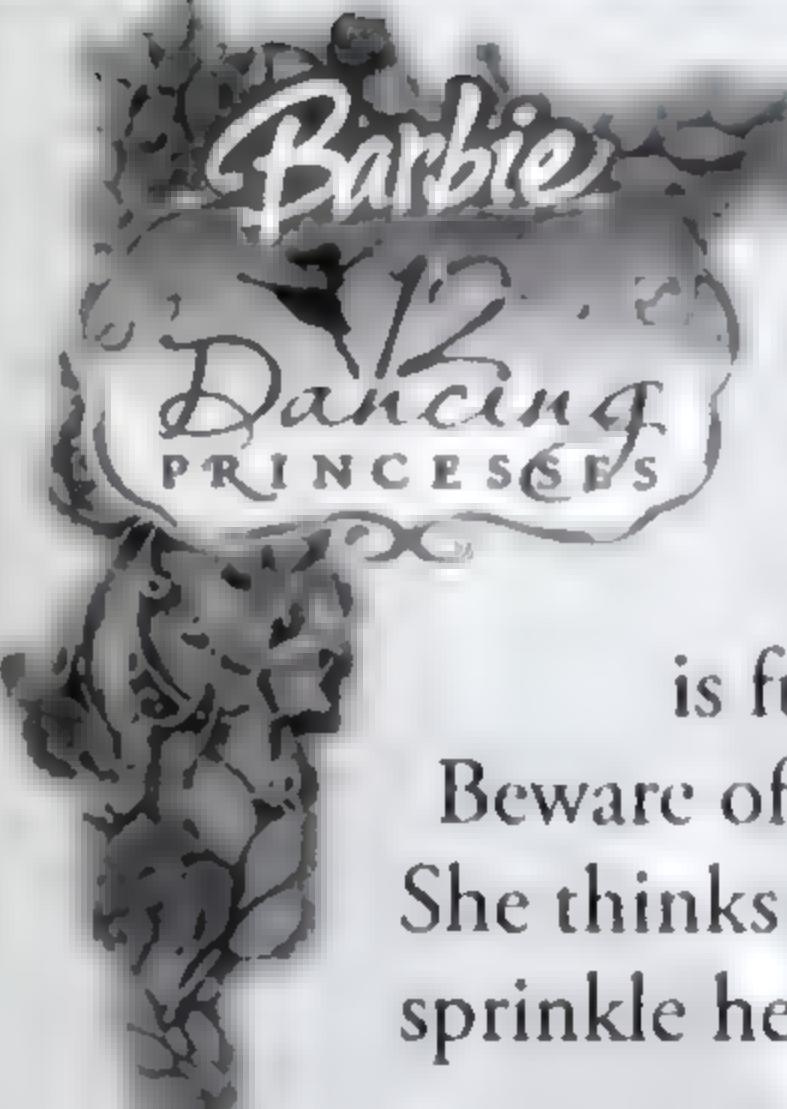
Fabian is the kingdom's potion-maker. Be careful, or he'll throw his foul potions at Genevieve™! Maybe you can knock them right back in his face!



The **Captain of the Guard** was King Randolph's best soldier. However, since the King fell asleep, Rowena has convinced him that Genevieve™ is up to no good! Watch out for him and his shield if you want to make it past this area.

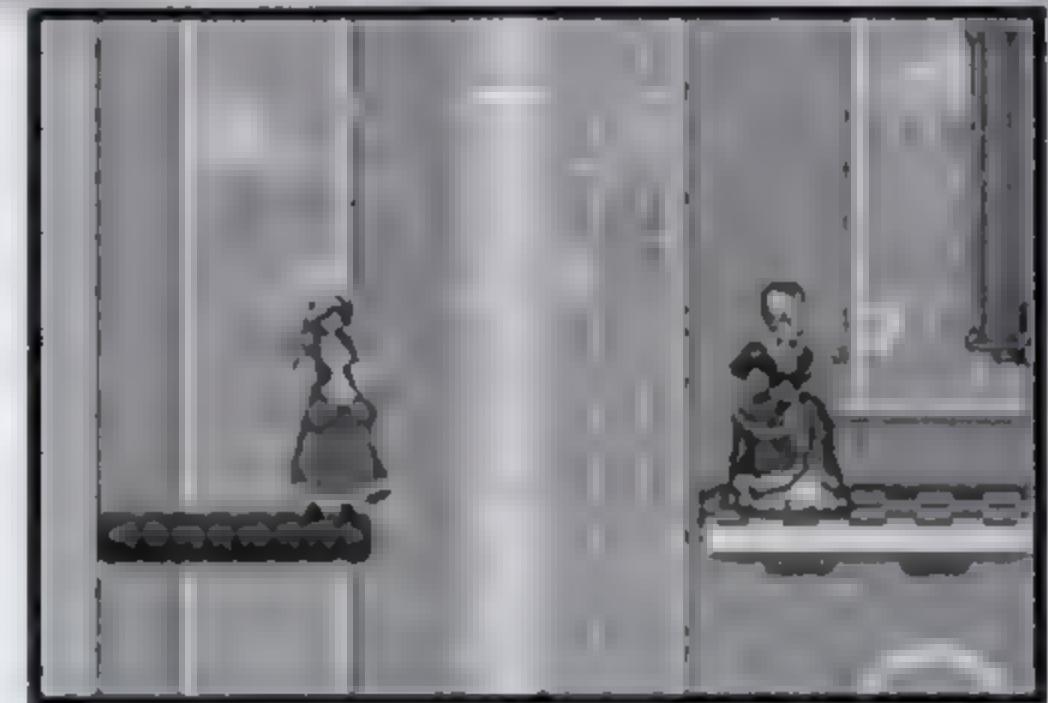
Desmond is Rowena's faithful servant. Help Genevieve™ avoid the boxes he throws. Perhaps you can drop some boxes onto him yourself!





Once you've rescued all of Genevieve's sisters and made it through the entire castle, you will face the **Duchess Rowena**. She is furious that you ruined her villainous plot!

Beware of her floating objects and her magic dust. She thinks she's so clever! If only you had some way to sprinkle her with her own dust...



Mini-Games



If you want to take a break from saving the kingdom, select Mini-Games from the Main Menu to access three fun little games. Each game has three levels of difficulty, but you will only be able to access the first level when you begin to play. You will find the other two levels for each Mini-Game in different parts of the Main Adventure. You can find Butterfly Catch

in the Beautiful Garden area, Book Challenge in the Library area, and Ribbon Race in the Tallest Towers area.



In **Butterfly Catch**, use the Butterfly Net to catch as many butterflies as possible – but first you have to find them!



In **Ribbon Race**, use ribbons to climb to the top of the castle as quickly as possible. Remember, you can only use a ribbon where you find a ribbon signpost.



In **Book Challenge**, collect any books you find on the floor and stack them as steps to reach new areas.



Hints and Tips

- Whenever you think you're lost, just hold down the L Button and use the +Control Pad to have a look around. It's not hard to find the way out if you take a moment to see what's around you
- When in doubt, try on new slippers! Genevieve's sisters are really quite helpful, so any time you're stuck in an area, try some of their slippers on and maybe you can find a way past whatever obstacle has you stumped.
- Don't rush things. Even though you want to stop Rowena as soon as possible, running through enemies won't help. If you use up all the hearts in your Chance Meter, you'll have to start the level over. Watch how each enemy moves and try to figure out a way around them without actually touching them.
- Keep an eye out for hidden doors in each level. Finding these will give you more mini-game levels to enjoy.
- Some platforms are too far away to jump to. Try using different abilities like running and stilts in order to get past some of the wider pits.
- Never give up! Each level has a solution. Just try every ability you have and eventually you'll figure out how to pass each area of the game.



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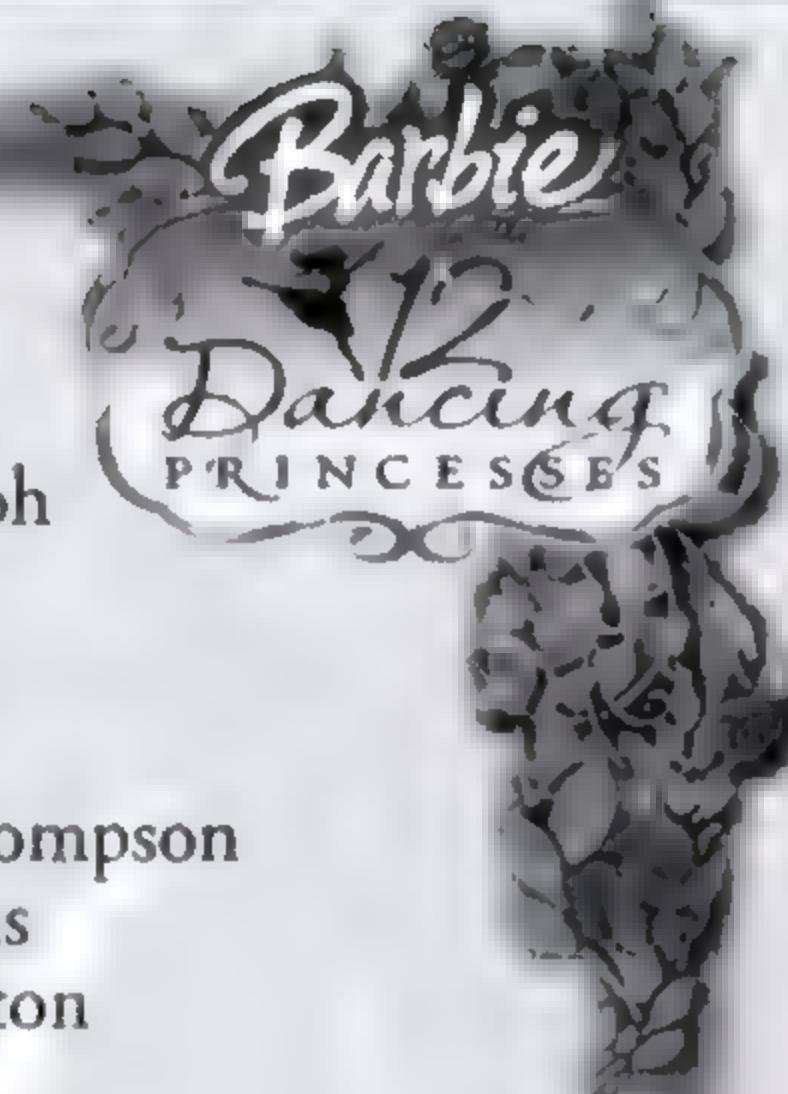
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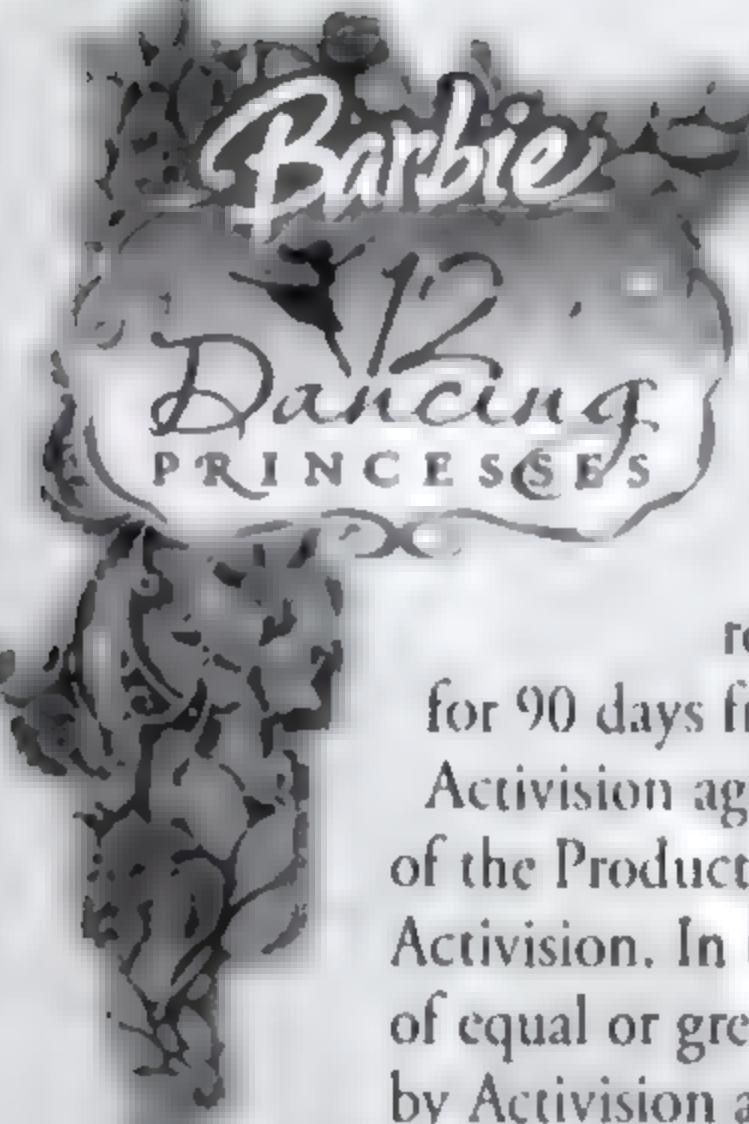
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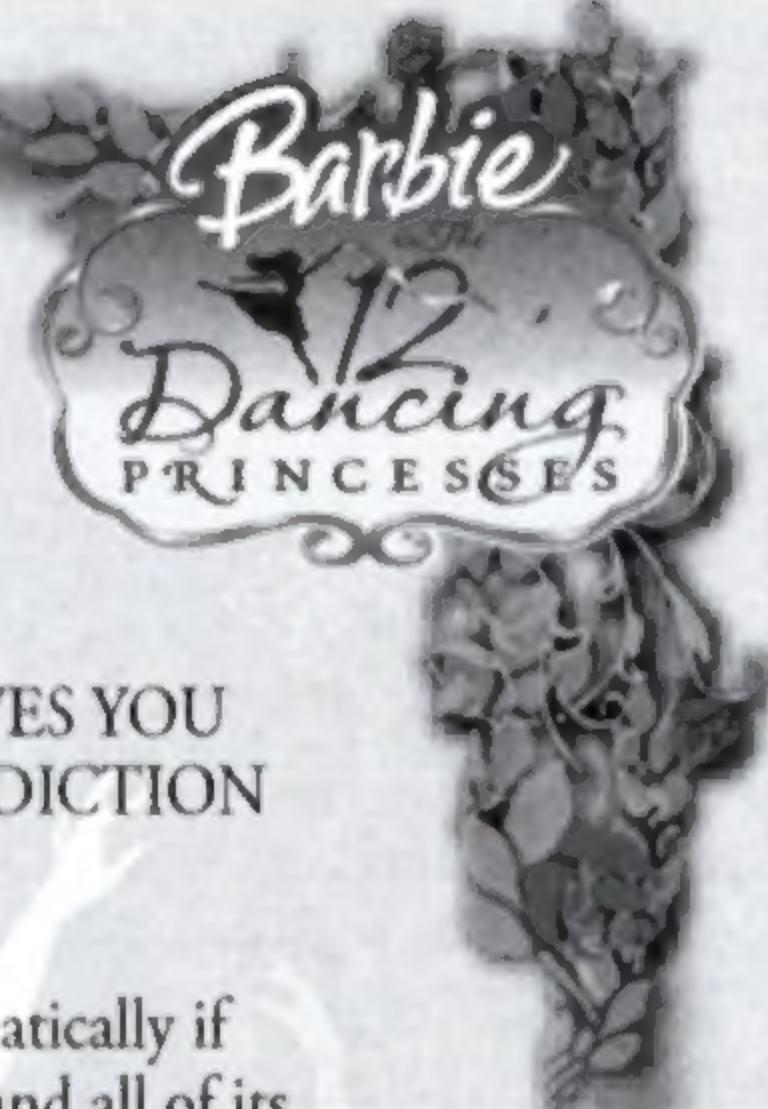
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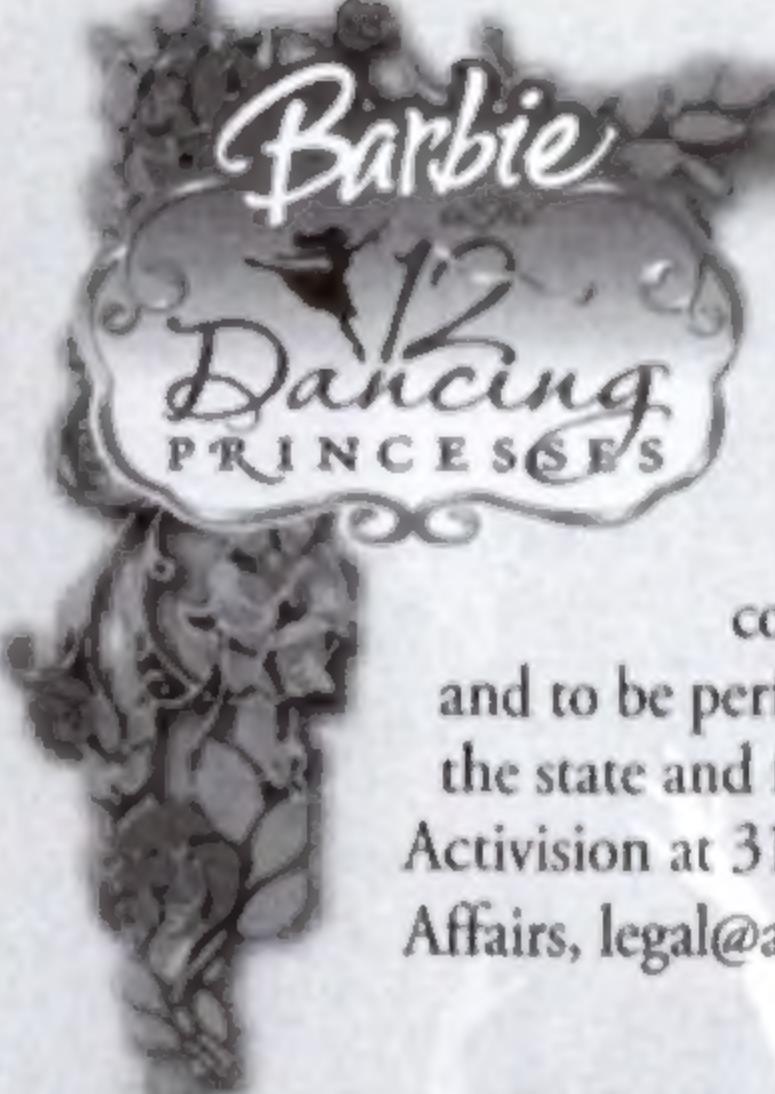
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